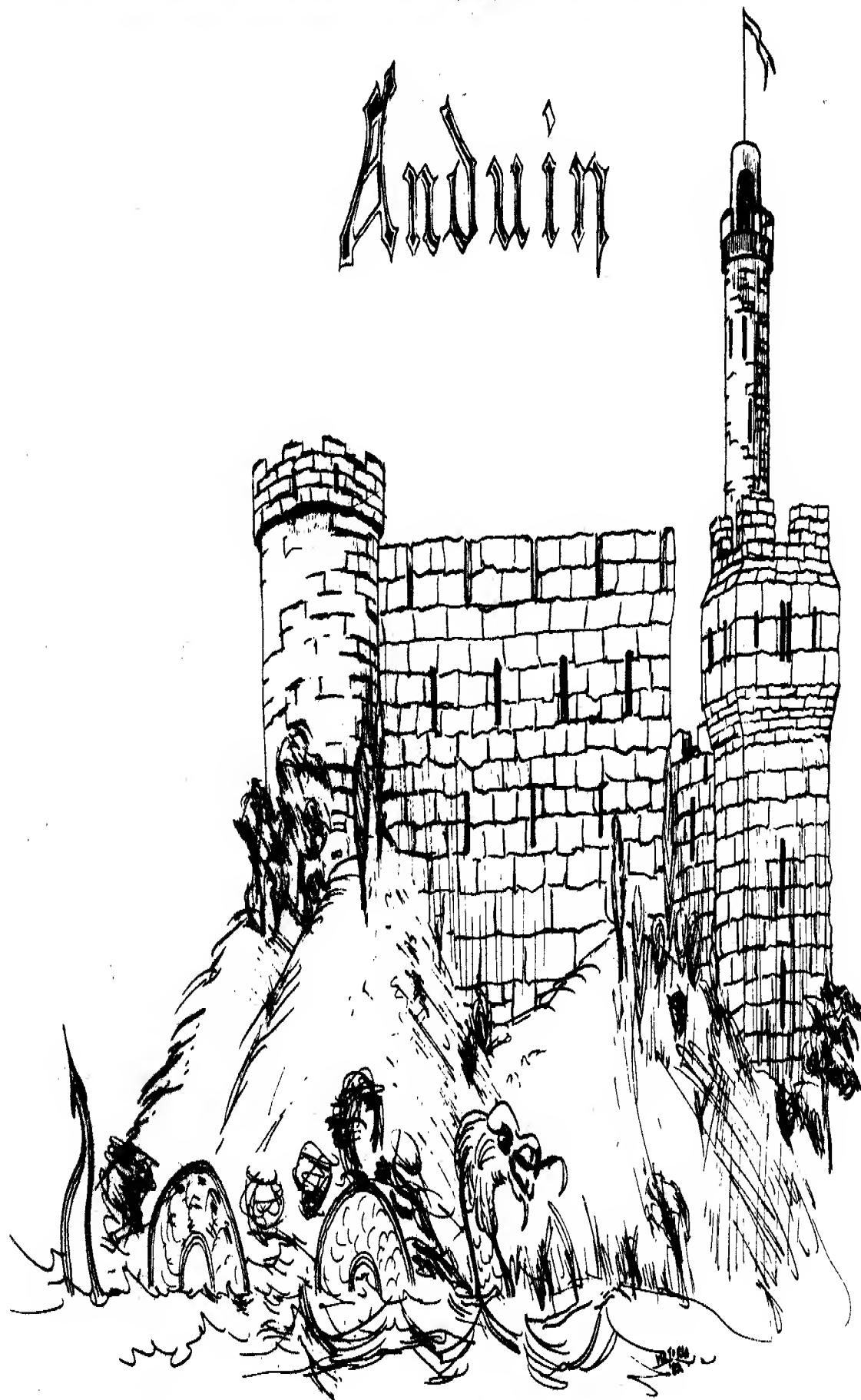


Anduin



Helcaraxe

Number 2 - April 15, 1982 - 1982AK, Camelot Kingmaker
Circulation: ask Eric

Brian Lorber, 7 Polo Rd, Great Neck, NY, 11023

Hello, and welcome to this, the second issue of Helcaraxe. Scanning over my pile of envelopes, it looks like there will be a few letters, the Kingmaker and Diplomacy games, maybe a new game, and other items of the sort.

There seems to be some confusion about how operations work with Eric and I concerning subfees, gamefees, game openings, etc. Eric is our treasurer; he is the person who takes out his wallet and pays the printers and other such costs. Therefore, he gets all the money, whether it is sent to me or him. Gamestarts are another matter; I am the only one between us with gamestarts in REGULAR DIPLOMACY. As far as I know, Eric is only opening variants now. What this means is that all gamestarts for regular dip have been kicked over to me. Likewise all variant and chess people are kicked over to him. A few suggestions that would help us from going nuts; PLEASE, if you can, try and send the proper items to the proper person. Hopefully nothing has been lost yet but it might happen soon. Thanks.

Right now I haven't thought up a cute name for the letter column yet so for now I guess it'll just have to be:

The Letter Column

From Mark Lew (22-Mar-82)

Dear Brian,

Has that "Next time you're whipping off a letter to your German ally..." in the latest Laxe a hint to me? I'm pretty busy trying to catch up but here's a few comments just because I'm nice!

When you said A Hin-Big my first thought was that Hin stood for Helgoland. In this case it can't, but it just shows that Hin is a lousy abbreviation for Holland.

Beatles records don't make you deaf if you don't play them so loud.

H.R.'s are dull, except for Brux's, his are exciting.

Generic books are more expensive because you're buying the gimmick. The idea that generic "no-frills" products don't advertise and are therefore cheaper is pure bunk. The black and white label itself is an advertising gimmick and is more popular than many other labels. Compare prices and you'll see it's more expensive than some too.

Your statement on preference lists is arrogant. Why should anyone have a preference anyway? The only reason I can think of is to avoid having the same country over and over. Only novices maintain the delusion that any country is better than another.

The variant ((Espana Vieja)) strikes me as a mere exercise in geography with no thought about playability. Like, don't you think it's kinda rough that Leon can't get a neutral in Spring 1901?

Is your day brightened?

((Getting letters always brightens my day! Anyway, my reference to a German ally was addressed to you, or anyone else in the game who would answer. (one way of finding out who your friends are) Brux's houserules are not only fun to read but also economical, one set will burn for the same time as three logs or four gallons of kerosene. Don't ask where that statistic comes from, it's not a pretty story.

No-Frills brands are usually cheaper than the name brands where I live. Sometimes the supermarkets do try and slip a fast one by everyone by making off brands a dime or so more expensive than the major ones and not advertising it and maybe you were there for one of those gimmicks.

When it comes to preference lists I have found that most experienced players as well as novices do hand in preference lists with their game entries. For whatever reason, I'll continue to offer them.

I did not write up the Espana Vieja variant, it was done by Ken Halpern. Before any game is started I will ask him for a rules clarification and a general cleanup, hopefully in the next issue or so.))

From Larry McCloud (18-Mar-82)

Congratulations on Helcaraxe #1. I got an even better bargain than I realized when I subscribed to Anduin.

Please add me to your stand-by lists for Kingmaker and diplomacy. I'd like also to get into the next Kingmaker game you start.

The variant, Espana Vieja, sounds like fun. Count me in, please, if you run a game of this. I imagine country assignments will be by lot, rather than by preference lists?

((My type of letter, thanks a lot. When and if a game of Espana Vieja starts I would probably give out countries by lot.))

Helcaraxe 1

"Spring 1901"

BRUX'S TURKISH OPENING USED!!!!!!!

England(Hershberger): F Edi-NRG; F Lon-NTH; A Lpl-EDI.

France(Halpern): A Mar-SPA; A Par-PIC; F Bre-MID

Germany(Hrobel): F Kie-DEN; A Ber-KIE; A Mun-RUH.

Italy(Ellis): A Ven-TYR; A Rom-VEN; F Nap-ION.

Austria(Robb): A Vie-BUD; A Bud-SER; F Tri-ALB.

Russia(Anderson): F St.P(sc)-BOT; A Har-GAL; A Mos-UKR; E_SEU-BLA-

Turkey(Ozog): E_DNE-BLA; A Smy-ARM; A CON holds.

Chicago-Albany: O.K., BRUX, no Con-Bul this turn. Now this better work!

Germany: The danish pornography industry has long been a blight upon the face of Europe. The German people are proud to act as the conscience of the continent in supressing the concubiscence of Copenhagen.

Italy=World: Sorry if anyone tried to write me, and got their letter sent back, but someone with a word processor forgot to put my street name in!

Jeff Ellis' address is 8310 Grandview Lane, Overland Park, Kansas 66212. Orders for Fall 1981 are due on May 9, 1982.

Camelot_Kingmaker==Turn_4

Warwick: Neville, Earl of Warwick, desires an audience with the King of England and the Duke of Buckingham. Shall we meet, and if so where?

Bristol: Several people here have expressed concern about the group of select men who went to the Isle of Man. Some point to the unusually violent storms sweeping across the Irish Sea as evidence of evil forces at work.

Hicksville: I could have called this the "Cup Faction" since in hockey they have the Stanley cup and in Canadian football they play for the Grey Cup. Unfortunately, I couldn't think of anybody who plays (or would want to play) for the "Scrope Cup."

Westmoreland (Ditter) NMR! NMR! See Below.

Warwick (Hakey): Howard from 25 - Ludlow - Stokesay - Shrewsbury - Newcastle - Chester(inside). Courtenay/Beaufort/Neville from 25 - Hereford - 26 - 28 - 29 - Oxford(outside).

Buckingham (Nadaner): Stafford from Maldon - Pleshy - Barnet - St. Albans - Wallingford(inside). Plantaganet from Rochester - Black Heath - Windsor - Wallingford(inside).

Crusader Rabbit (Murray): Plantaganet(York) from Llanstephen - 34 - Ogmore(lays siege). Audley from Tickhill - Newark - Nottingham - Ashby - Kenilworth(stay outside). Percy/Clifford/Greystoke from Shrewsbury - Coventry - Kenilworth(lay siege)

Cult of Cthulhu (Cameron): Stanley hold. Scrope/Grey from Shrewsbury - Coventry - Kenilworth(lay siege).

All sieges were succesful. Kenilworth is now controlled by Cthulhu and Ogmore by Crusader Rabbit. Through an agreement, the castle of Shrewsbury now belongs to Crusader Rabbit.

Now for the killer news; Edward_of_Lancaster, formerly a resident of Kenilworth is now a resident of Valhalla.(Yeah folks, he's dead - died in the siege).

Event_Cards_for_turn_4I:

Buckingham: Storms_at_sea==no_ship_movement!

Westmoreland: Mercenaries go home - Flemish Crossbowmen

Crusader Rabbit: Plague - Cardigan + Swansea

Warwick: Plague - Newcastle + Durham

Cult of Cthulhu: Storms at sea

Hill Larry McCloud, 520 Geary, San Francisco, CA 94102 please stand by for the Westmoreland faction.

The deadline for turn 4I is April 9, 1982 at 6:00 PM.

Your_crown_card_is_in-----

Forms for Origins '82 are now out and I have managed to get hold of a copy. If anyone needs a form, they can send me an SASE

and \$.60 to cover photocopying. This years convention will fall on July 22-24 and will include the Dipcon tournament.

Forms have been trickling in for a new gamestart but a few more people are needed.

Signed Up: Palter, Hakey, Makuc, Stone?, C Cameron?, Great neck person to be decided later unless someone else can sign up. People with a question mark have expressed interest but have made no commitment. I would love to hear from all of you.

Helcaraxe, the 34,521 publication for the play of various postal wargames including Diplomacy, Kingmaker, Diplomacy variants and whatever else may cross my head. Subs are \$6 for 10 issues and gamefees are \$2 with a mandatory \$3 NMR fee. NMR fees are returned to those finishing a game without ever having NMR'd. Included with your sub you will receive Eric Kane's Anduin. Send all money to Eric- he is the treasurer of this operation. Current openings are in regular dip and Espana Vieja, a variant by Ken Halpern. Standby's are needed for everything and all standbyrs who complete a game will have two issues added to their sub credit.

The game in this issue referred to as Helcaraxe I has just been given a Boardman number by Don Ditter. From now on it will be referred to as 1982AK.

Speaking of Don Ditter, He had just returned from his honeymoon upon sending me the number. Many happy returns to you Don!

Looks like we have come to the end of another issue, and on that happy note let me say Goodbye.



From New York Times - 8/11/82

Anduin

* #9 By Eric Kane 15 April 1982 *
* 1976BU, 1981IE, IM, IP, IR, KE, KI, 1982D, Bxm02, Chess. *

Circulation: 76

As the Beatles say: "Number nine, number nine, number nine!" Yes, you've guessed it. This is the ninth consecutive issue of *Anduin*. This issue brings you letters, articles, house rules, games, and other interesting things. Among other things, we have the further adventures of the Desperate man from Greg Stewart.

The mad faker has struck again!!!! Yes, it's true, Gary Coughlan's latest creation has hit the mails. This time it comes in the shape of a Whitestonia. This is definately his best one yet. It looked exactly like a W but it obvious that it was a fake. At least to me it was. Gary planted several useful clues to help you discover that it was fake. Among these were a puzzle page of which one was a coded message that said "This is a fake". A clever way of saying that the issue was a fake. There was also a clever article called in the Garden of Whitestonia which gave several hints. I really enjoyed this one Gary! Good job!

LETTER_BOMBS

From Dick Martin:

I'll see you at Byrnecon, of course, but I figure that this should be committed to writing. What the heck!

Anduin is really keeping up the ole Great Neck tradition of excellence. Fine job. I figured it'd be a winner because you aren't afraid to ask questions, and the care you take shows through. If you can avoid overloading the zeen with games, I expect *Anduin* to be a hit for quite some time.

However, (you knew this was coming, didn't you?) I must respond to the second letter from Gary in #7. He's become paranoid lately (too much 'shine?), and the letter really shows it. A few examples: 1) He confuses Caruso's kidding with deliberate lying or some other hideous plot, 2) Gary assumes that Caruso is referring to him when the "in 6 are correct by their own defination, the guys that think they run the hobby." Now, Gary, John has never referred to you in that manner before, in the past it's always been Berch/Sacks/Walker/etc. So do you see yourself as correct by your own definition (oops, I forgot, you do)? 3) Gary "lies" by saying that Boardman is constantly attacking him as a GM. Now, Eric, you know as well as I do that John B has done nothing of the sort. Possibly twice but surely not more than that, has JB jumped on Gary for GMing. "Forging" is another story altogether. I can't help but feel that Gary is spending much of his energy looking for trouble so he can "defend his reputation". There are other examples, but I won't go into them here.

On the other hand, it's always nice to see folks with their head as well put together as Rod Walker. He's among the select few that I have confidence in to handle any crisis, without hurting people. That's about the highest compliment I can give, and I think it's been well earned. Good show Rod.

And how 'bout that Scott Bloom? Calls me up and then stabs me. Amazing.

Time to go to sleep.

((Ah yes good old Scotty sure has a way with words! I don't exactly agree with Dick about Gary. I thought Gary was well within his rights when he defended himself and I'm sure that neither John nor Gary consider him one of the now-famous "in 6".))

From Rod Walker-

Eric:

ANDUIN is a really likeable 'zine and it is one of those I enjoy receiving. I probably more or less agree with Mark that there is always a danger in overcommitting yourself to publishing. That is a common pattern in the hobby, for a publisher to take on a bunchagames and then burn out. But there are certainly counter-examples. The most obvious is GRAUSTARK. Another is (sort of) sTab, which would be running today if it were not for the progressive illness and eventual death of its editor. I believe Mark's concern is probably mine also... it would be a shame for a nice 'zine like ANDUIN to disappear because you took on more than you could conveniently handle later. There would be a few 'zines I'd really be sorry not to see in my mailbox each month and ANDUIN is definitely one of them.

Boardman surprised me by saying Tapscott's name no longer appears in GRAU, and I must apologize for asserting that it still did. I got so used to seeing it for all those years that I guess I didn't notice when it went away. More than 8 years ago, just as John said.

The assertion by Steve Cartier (Charles G. "Dan" Brannon is his well-known pseudonym) that Reinsel was a creation of Boardman was of course silly. It was so obviously silly, and presented in such an obviously tongue-in-cheek manner, that nobody but an extremely stupid person could have taken it seriously. Boardman took it seriously. I told the Herr Doktor that I would reprint Steve's article primarily because (a) it was hilarious and (b) the statement would of course infuriate Boardman. He is, I must confess, irresistably and deliciously easy to infuriate. But Reinsel was of course quite real. The actual and most important Boardman hoax is John Boardman himself.

Which reminds me: It used to be that I was considered the leading contender for the "John Boardman Look Alike" Contest. No more. Now that Larry Peery is (a) getting grey, (b) letting his hair go unkempt, and (c) getting somewhat slovenly about his personal appearance, he is beginning to look more like Boardman every day.

I think, with John Caruso there is a basic misunderstanding on both sides. I agree with John that continued vituperation can't help, and although I disagree with what he has said in his last letter in other particulars, I see no point to pursuing the matter in those pages.

((I quite agree! No reason for the two of you to continue bickering and I am relieved to see that this feud is close to ending.))

From: Dave Carter:

Eric,

Your 'zine is looking good. It's too bad that Glenn Overby's freshman zine poll isn't out because it would have been

interesting to see how well you and Gary Coughlan's zine did. Circulation 69 is 1more than my circulation of 68. Both of us are a far cry from Bob Arnett's VW circulation of 270. I don't know how you get your zine done but when I get mine back from the copier it is already collated so that all I have to do is fold the zine and put it in the stamped addressed envelope. The hard part is making sure that I have all the inserts for the games inside.

About your allowance of S'hefler's late arriving orders in B1IR ((see the report of B1IR and B2D for more on this.)).

As a player in that game it does not bother me to see you readjudicate the season after the game has been published, although I don't personally think you should do it. The main objection that I have to such a practice is that if you do it once then you have to be fair about it and do it on every succeeding occasion that it happens. It may seem like a tough decision to make, especially when he did mail in time, but I think that once the game has been adjudicated and printed you would save yourself a lot of potential trouble if you did not change it. As a player it does not bother me because I am more....hmmm...let's say.. mellow.. than others, but it would bother me if you did not extend the same courtesy to all orders arriving late that were mailed in time. By the way what constitutes "mailed in time". For me I would say that it would have to be at least 6 days before the deadline to get to Great Neck. Is this going to be the same criteria as mail mailed from the US? Oh well, enuf griping.

I would say that the rule about no Votes before the S'05 season was put in there to avoid misuse of players proposing filibuster draws on the expectation of players forgetting to vote and having a silly draw pass. Most people that send in orders and do not vote do not do so because they can't be bothered, it's because they forget. Still, with a DIAS this cannot happen, unless they want a win and not a draw. I borrowed from Andy Lischett's rules for draws. If a player in SK sends in orders but not a vote - it is no, otherwise it is a yes. By the way, I disagree with DIAS. I also (mildly) disagree with the GM retreating a unit to the one available space. I disagree (strongly) with your 10 day limit for sending instructions for such a retreat. 10 days may be fine for a US player but it is absolutely not me at all for a Canadian. You can count on Anduin taking 4-10 days just to get to me! I realize that having a Canadian playing in your zine can be a pain at times but I try to reduce the hassles for other players by not playing in zines with less than 4 week deadlines (Murd'ring Ministers for one), but I cannot help it if the rules are changed after I start a game. Did I say enuf bitching?

Live long and prosper!

((Don't worry about bitching to me, I don't mind at all. I agree on some of your points about HR's and in fact, this calls for some New House Rules!!! Read on true believers!!))
+++++

HOUSE RULE CHANGES

XVIII Orders arriving late will be accepted if they are postmarked six days prior to the deadline. For Canadians and other foreign players, eight days prior to the deadline. What this means is if the USP"S" Screws you grandly, you won't have to

pay for it as much. Orders mailed sooner than the set numbers above, are mailed at their own risk of arriving late ((Usually, allow yourself at least four days and six if you are Canadian to get your orders in)). In any case, I will not accept orders arriving four days after the deadline in any circumstances.

XIX Orders mailed by Express Mail, Mailgram or any other next day service, will be accepted if they are mailed two days prior to the deadline. If they are postmarked after this, you risk NMR'ing if they arrive late. Special Delivery does not speed up the amount of time it requires for a letter to get here. So when using other methods of mailing orders (other than normal 1st class) check and see what you are actually getting for the extra money you are spending.

XVI Add: For Canadian's, 12 days after the zine is mailed will be allowed for players to make their retreats!

That's all for now folks as far as new HR's are concerned! Oh yes, the vote to keep the HR concerning convoys failed and so please delete that one from the list.

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THE DESPERATE MAN IN THE SEIGE OF ANDUIN

By Gregory Stewart

The desperate man sat studying all the hopeless positions in all his Dip games. The games were all set up in his game room which is just below the library in his large grey abode. He had been deep in thought for many hours when the doorbell rang. He stayed sitting, momentarily waiting for his aide M. Butler to answer the door, when the nude desperate man remembered that M.. Butler had gone into his coonn for the winter. The skinny unshaven man reluctantly left the game room and answered the door. Standing before him was a lesser elf from far off Avalonia. The little creature had an arrow protruding form his shoulder and in his hand was a message. The desperate one took the message from a clenched fist and put a dime in its place. He told the elf, "Off with you now and be quick about it." Looks like western union was hiring anyone these days. The message read:

Uncle Al -

Being attacked on all sides -stop- Enemy
led by Woody also known as the Black hand
-stop- Mainardi's trolls and Sampsons toxic
waste gargoyle have joined forces of Black
hand -stop- Send help immediatly -stop
Wizard Ericane

The desperate man, in his agitated state, did not read the bulk of the telegram. He, of course, read only the four last. It seemed somebody wanted him to immediatly stop Wizard Ericane. After careful consideration the thin nude man went down the cellar stairs to the room where he kept his immense book titled "Unusual Magick Spelles". He opened the book to a random page and memorized three spells. Then he went through a low doorway into a stable. Inside one of the stalls was a larger Gryphon.

The desperate man took a booklet down from a dusty shelf near the animal. It was written in an archiac scrawl and was called, simply "On Riding Gryphons" By Harold O'Shea. The

desperate one opened up to the first page. It gave the first instruction: I. Mount the Gryphon. The nude, skinny man climbed up on the beast.

The reaction was sudden and powerful. The beast took wing and crashed through a section of wall to the great outdoors. Atop the furious beast a frantic figure clung onto hunks of fur for dear life. The Gryphon began a long climb, rolling over occasionally in order to shake off its unwanted occupant.

The desperate man wanted to cast the levitate spell that he had memorized. Unfortunately he would have to use both hands. If he were to use both hands he would fall. The question was, would he hit before the spell was cast? And even if it were cast, wouldn't the sudden stop from the spell be as lethal as the one with the ground? No, he wouldn't let go.

The Gryphon leveled off by flying at a tremendous speed. The wind sent the nude man's legs streaming out away from the animal, but his hands stubbornly clung to the fur. He hung on for a while longer, cussing a stream of expletive deleteds for a thousand leagues. Then the Gryphon barrel rolled with a double half twist and left the skinny naked man a goodly distance from the ground and an equally goodly distance from the Gryphon.

As the velocity of the nude man increased rapidly in a downward vector, he began going through the levitate spell very quickly. Before long he found himself about 1500 feet above the ground and holding. Well, here he was, levitating. Floating along. How the heck were you suppose to get down? He tried pretending there was invisible stairs going down in front of him. He took a step and found himself floating upside down.

Meanwhile, directly below, Sampson's army of toxic swamp gargoyles were trying to decide their next move. Should they go on, as planned, and attack the Wiz or should they divert and attack the king of JAF? They asked for a sign from Caruso, the patron Saint of Gargoyles. Should they attack Ericane they began chanting. Should they attack Ericane? A sign. One of the Gargoyles shouted and pointed upward. When the Gargoyles spotted the skinny nude man hanging upside down above their heads, they scattered in horror. B. Sampson saw the man and cursed, "The hanged man!! Defeat is eminent!! Flee!!"

Unaware of the fracas, the desperate man began to feel dizzy. He sneezed. This caused him to begin a gentle glide downward at an angle of 3 degrees. Three hours later he found himself on the ground. But most definately not safe. He had landed in the almost exact center of the troll encampment. And not more than two feet from an enormous sacrificial alter with an ugly stone trollgod towering over it.

Two unbearingly ugly trolls picked up the nude man and placed him on the blood stained altar stone. A large crowd of trolls, with no manners at all, began saying very unkind things with the most unpleasant attitude. This trollish merriment abated with appearance of an equivalent of a high priests robes and he carried a very nasty looking stiletto knife. This could only be the leader Mainardi. He spoke: "Oh, great trollgod Brux, we sacrifice yet another victim to you!" The desperate man had a feeling that this would probably be a good time to use his second spell.. He concentrated on how that sleep spell went. He began

uttering phrases and gesticulating with his hands. Just as he finished, he realized that he'd gotten his spells reversed. He had just cast, not a sleep spell, but a ventriloquism spell.

Mainardi finished speaking, "Eat knife, skinny one!!" He raised the knife with both hands.

The desperate man shouted "Noooooo..."

The Trolls gasped. They turned to the large stone idol of Brux. The statue had said "No!" Brux had spoken. The Trolls fell to their knees. Mainardi followed the others. The small Troll asked the stone god, "Will you speak to us again?"

The desperate man sent his voice to the statue once more, "Let the victim go! Sacrifice that little Troll!!" Mainardi screamed and bolted, the entire troll tribe in hot pursuit. The desperate one ran off into the woods.

The nude one wandered through the woods all night and most of the next day. At last he came out on grassy rolling hills. Ahead were campfires. Suddenly, the desperate man realized how hungry he was. The smell of cooked venision hypnotized him. The desperate man walked calmly into the center of the nearest camp.

A mustachiod, rotund, bespectacled being with a cheerful face was carefully preparing a haunch of deer over a blazing fire. He wore what appeared to be a coat of human arms. All the arms had Black Hands. With a sweeping gesture, he invited the exhausted, sweat covered, desperate man to have a seat near the fire.

"By the magnificent beauty of my moustache, what sort of being has come out of the woods to join me in my splendid cousin?? A hungry one perhaps. One looking for a free meal from a kind soul. Yes. Yes. Well he'll not find a free meal here!"

The Black Hand continued speaking, : "But I might just spare this starnger. Yes, I just might. But he's got to help me, he does."

A gigantic stone creature grabbed the nude man. It held him appallingly tight. A rib cracked. Breath was a painful ordeal.

Woody, the Black Hand, finished his monologue with: "If you can cure my insomnia not only will you keep your life, But I'll let you eat and leave without harm. I have suffered untold misery with this lack of sleep. A mere 4 hours of sleep would make my appearance godlike. 8 hours would make me perfect. So, put me to sleep and save yourself!"

The desperate one said, "O.K."

He wheezed out his last spell, the sleep spell, that he'd goofed on last time. Unfortunately, in the middle of his conjure the stone creature elected to squeeze a little tighter, thus changing one word of the spell.

In an instance, the Black Hand did not find himself going to bed but instead he suddenly discovered himself to be totally bald.

"Oops" Said the desperate man.

The stone creature began laughing at the bald woody who was now running amok in blind rage. The creatures grip relaxed and in the hubbub the desperate one escaped.

Many long hard hours later, our hero finds himself on a hilltop overlooking the stronghold of the wizard Ericane. It looked much like Columbia University which existed in an alternate reality. There was no activity to be observed.

Patiently the thin nude man waited. As dusk approached adoor opened in the nearest building. A young man with shoulder length hair and wearing a polyester wizard suit emerged and slowly began walking toward a nearby edifice.

The desperate man ran toward the wizard shouting "Stop!" The wizard halted and stared dumfoundedly at the bizarre apparition that approached. The nude, unshaven man asked: "Are you the wizard Ericane?"

"Why, yes, I am."

"I've stopped you in your tracks!!"

"You certainly did. Why?"

"Well, I got this message and it...uhhh...it said... sort of...ummm...well stop you."

"Who was this message from?"

"Hmmm ... That's a good question. I forgot to look. Oh, well, I did stop you!" With that, the desperate one began his long journey back to his large grey home.

((Another good story Greg! 6 more free issues to you!))

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1981IM -The Great Neck game "Fall, 1904"

GERMANY BESEIGED ON ALL SIDES

England (Bloom): A_WAL_S_FRENCH_A_Gas-Sea_(imp); F Nth-DEN; F HOL & F BAL S F Kie; F_KIE_S_GERMAN_A_Ber; A BEL S FRENCH A Ruh; F Nwy-NTH; F ST.P(Onc) H.

France (B. Lorber): A_BUR-Mun; A RUH S A Bur-Mun; F_LYO-Tyo; F_N.Af-Tun; A_GAS-Sea.

Germany (S. Lorber): F_HEL-Kie; A_Ber & A_MUN_S_F_Hel-Kie.

Italy (Brooks): NMR! F_Spa(sc) H.

Austria (Nadaner): A_Pie-MAR; E_ION-Tyo; E_NAP-Tyo; F_ALB-Ion; A Bul-GRE; A SER S RUSSIAN A Rum-Bul; A GAL S RUSSIAN A Sev-Rum; A_BOH-Mun; A TYR S A Boh-Mun

Russia (Halpern): A Rum-BUL; A Sev-RUM; A UKR S A Sev-Rum; A Sil-BER; F PRU S A Sil-Ber.

Turkey (Ferguson): A_ARM-Rum; F BLA C A Arm-Rum; E_CON-Bul.

The German A Ber is dislodged and annihilated. The German A Mun was attacked on two sides of equal force and thus is a "beleagured garrison". Here is the 1904 supply center chart:

England: Home, Bel, Hol, Den; Swe, Nwy, ST.P, KIE (10). +2

France: Bre, Par, Por, Mar, Sea (3). -2

Germany: Mun, Ber, Kie (1). -1 (1 anni).

Italy: Tun, SPA (2). +1 (no room to build).

Austria: Home, Ser, Gre, Bul, Ven, Rom, Nap, MAR (9). Even.

Russia: Sev, War, Mos, Rum, St.P, BER, BUL (6). +1

Turkey: Home (3). Even.

England may build 2, and Russia may build 1. France must remove 2 and Germany must remove 1. As this is a local game, I have already received the Winter, 1904 adjustments. They are:

England: Builds F Lon & F Liv.

France: Removes F N.Af & A Ruh.

Germany: Removes F Hel.

Russia: Builds F Sev.

Orders for "Spring, 1905" are due by May 8, 1982.

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1981KE "Spring, 1902"

THE_WICKED_WITCHES_TAKE THEIR_LICKS

England (Martin): F_NTH-Eng; A_NWY_S_GERMAN_F_Den-Swe_(nso); F_NRG
S_A_Nwy; F_Liv-WAL.

France (Morris): F_Wal-LON; F_BRE-Eng; A_Par-BUR; A_Por-SPA; A_BEL
H.

Germany (Ashley): F_Ber-KIE; A_Kie-RUH; A_HOL H; A_MUN-Tyr; F_DEN-
Nth.

Italy (Rauterberg): F_ION H; A_Ven-APU; A_TYR_S_AUSTRIAN_A_Vie-Boh
Austria (Murray): A_Vie-BOH; A_Bud-GAL; F_Tri-ALB; A_SER & F_GRE S
RUSSIAN F_Rum-Bul(ec).

Russia (Carter): F_Rum-BUL(ec); F_SEV-Bla; A_Ukr-RUM; A_Mos-ST.P;
A_St.P-FIN; F_SWE S_A_St.P-Fin.

Turkey (Lorber): A_Bul-Rum; F_BLA_S_A_Bul-Rum; F_ANK S_F_Bla;
A_CON-Bul.

The Turkish A_Bul is dislodged and annihilated. Orders for
"Fall, 1902" are due by May 9, 1982.

PRESS:

Russia-France: You can have your fun now but just wait for hurri-
cane season!

GM-Russia: Is that sort of like "hurry, Kane? Get it? Never
mind!"

+++++
1981KI "Spring 1902"

RUSSIANS_GOBBEL'N_UP_TURKEY

England (Chisholm): F_Nth-DEN; A_Lon-YOR; F_Edi-NTH; F_Nwy-SKA.

France (Hakey): F_Eng-MID; A_Bur-GAS; A_Mar-SPA.

Germany (S. Lorber): A_Bel-BUR; A_Kie-RUH; A_Mun_S_A_Bel-Bur;
A_Ber-KIE; A_Den_S_RUSSIAN_F_Swe; F_Hol-HEL.

Italy (Quirk): A_Tyr-MUN; A_BOH S_A_Tyr-Mun; A_VEN H; F_Tun-ION.

Austria (Murray): A_VIE S_A_Bud; A_BUD S_A_Vie; F_Alb-GRE; A_SER
S_RUSSIAN A_Rum-Bul.

Russia (Belliveau): A_Gal-SIL; A_War-PRU; A_Sev-ANK; F_BLA C_A_Sev
Ank; A_Rum-BUL

Turkey (Osborne): F_Smy-AEG; A_Ank-SMY; F_CON-Bul(sc); A_Bul-Ser.

The German A_Den and the Turkish A_Bul are dislodged and
annihilated. Germany retreats A_Mun-Ber. Orders for Fall, 1902,
are due by May 9, 1982.

PRESS:

London-Rome_and_St._Petersburg: Let's go!!!!

Paris: Once again, order has returned to the Republic of France.
Under a temporary coalition of most of the major parties, a
shadowy figure known only as "Yborg" has been made President. In
the first few hours of his term, Cyborg has made sure that no
dissidents remained in postions of influence, that the French
economy will stabilize within a month, that the French armed
forces will be withdrawn from the brink of war and disaster, that
all major powers were notified of his policies, and that disorder
and revolution in Spain will be quickly dealt with. All powers
and personages are invited to discuss any matters of foreign and
domestic policies with the new President. When questioned about
the advisability of withdrawing troops from the frontier, Cyborg
replied, "If anarchists or revolutionaries cross our borders, they
will be swiftly dealt with. Any who doubt me are welcome to try."
As a side note, reporters were curious as to the origin of Cyborg,
who wears a mask and has a dry, rasping voice. When asked,

however, Cyborg remained silent, and the unfortunate reporter found a quick excuse to leave the room-he was seen to be pale, and complaining of heart-burn. This man has a definite aura of purpose about him - the Force of his personality is amazing. France's future is in good-if not totally open -hands.

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1982D

"Winter, 1901"

The vote to combine seasons last turn failed and so winter and spring are separated this month. Last season, after I had typed up the orders, Don Schiefler's orders arrived. They were two days late but were post-marked the eighth which was 2 days before the given deadline. Normally, I would not accept late orders except that these were sent special delivery and it was my opinion that SD letters should arrive by the next day. Since then, however, Jack Brawner has informed that SD does nothing to speed up the deliverance of a letter (for more on this see the new HR's on page 3). However, I'm sure Don felt that SD speeded up the delivery else he wouldn't have sent them that way so near to the deadline. In any case, I decided to allow his orders and when I mailed the players their issues, I included a note readjudicating the season. In situations like this in the future, however, please read the new HR's carefully!

Don's orders were: A_VEN_Pie; A Apu-TUN; F ION C A Apu-Tun. The only change is that France is now bounced out of Piedmont and that Italy has a build. Here are the "Winter, 1902" adjustments: England (Carl): Builds F Edi. Also has F's Nth, Nrg, & A Nwy (4) France (Kaplan): Builds A Par & F Bre. Also has A's Mar, Spa, & F Por (5).

Germany (Slaughter): Builds A Mun & F Ber. Also has A's Bel, Kie and F Hol (5).

Italy (Schiefler): Builds F Nap. Also has F Ion & A's Ven & Tun (4).

Austria (McCloud): Builds A Bud & A Vie. Also has A's Tri & Ser, & F Gre.

Russia (Hakey): Builds F St.P(nc) & A Sev. Also has A's Swe & Fin, & F's Bot & Rum (6).

Turkey (Brawner): Builds F Ank. Also has F Aeg, & A's Con & Bul (4).

Orders for "Spring, 1902" are due by May 9, 1982.

PRESS:

Ankara: I hear I need to defend in all directions.

St._Petersburg-World: Anybody wanna buy a boat?

Paris: The French government will not brook any interference in its internal affairs. On a lighter note, there will be a grand ball and party at Versailles for all heads of states. Leave your armies at the border. Only those with tickets will be admitted. For directions on how to obtain tickets, please write.

++++++
1976BU

"Spring, 1913"

AUSTRIAN DEFENSES FINALLY FALL

France (Quirk): F_EAS_Aeg; F_NAP_Ion; F_Lyo-TYN; A_Pie-VEN; A_ROM & F_ADR S A Pie-Ven; F_Mid-WES; A_BUR & A_KIE S GERMAN A_Mun; A_Hol-RUH; F_Den-BAL; F_SKA_S_GER-MAN_F_Bot-Swe_(nso); F_NTH S GERMAN F_Nwy; F_BAR-St_E(nc).

Germany (Halpern): F_NWY_ & F BOT S FRENCH F Bar-St.P; A_MUN_S FRENCH_A_Kie-Ber_(nsq).
Austria (Ellis): F_Tri_H_(nsu); F_Ven_u_h.
Russia (Shuetz): A_LVN S F St.P(nc); F_SWE-Nwy; A FIN & F_ST.P(nc) S F Swe-Nwy; A_PRU-Ber; A_BER-Mun;
A SIL & A BOH S A Ber-Mun; A ALB S A Tri; A_IYR-Ven; A TRI S A Tyr-Ven; F_Gre-ION; F_TUN & F_AEG
S F Gre-Ion; F Bla-CON; A SMY H.

The Austria F Ven is dislodged and retreats to Apu. It is then removed as Ven was the last Austrian center on the board. I would like to thank Randy Ellis very much for taking over and completing the Austrian position. 2 free issues are on their way Randy!

Here is the supply center chart for 1913:
France: Home, Lon, Lpl, Edi, Bel, Hol, Kie, Den, Por, Spa, Rom, Nap, VEN (15). +1.

Germany: Mun, Nwy, Swe (2). -1

Austria: Ven (0). Out.

Russia: Home, Con, Smy, Ank, Rum, Bul, Der, Gre, Bud, Tri, Vie, Ber, Tun, SWE (17). +1.

Russia and France may each build 1 and Germany must remove 1. Orders for "Winter, 1913" and "Spring, 1914" are due by May 9, 1982. The vote for a draw failed of unanimity and is once again submitted to the players.

PRESS:

Mun-World: What a Quirk, only one person wrote to me!

++++++ "Fall, 1903"
1981IE

Last season I incorrectly listed it as "Spring, 1904". It was, in fact, "Spring, 1903".

FRENCH_BEGIN TOUR_OF_ENGLAND

England (Brooks): F_Nth-LON; A_ST.P-Nwy; F Bar-NRG; F_Nrg-NAO;
F_Hol-KIE; F_DEN S F Hol-Kie; F_Nwy-Nth_(nsu).

France (Ellis): F_Mid-IRI; A_Bre-WAL; F_ENG C A_Bre-Wal; A_Rub-HOL; A_BEL S A_Ruh-Hol; A_BUR S A_Bel.

Germany (P. Byrne?) NMR!!! F_Kie_u_h.

Italy (Hakey): A_MUN S RUSSIAN A_Sil-Ber; A_TYR S A_Mun; F_Tun-TYN; F_NAP-Ion; FION-Aeg.

Austria (Palter): A_BUD & A_SER S TURKISH A_Bul-Rum_(nsq); A_Vie-GAL; A_Tri-VEN.

Russia (Murray): F_SWE-Nwy; A_War-MOS; A_Rum-BUL; F_BLA S A_Rum-Bul; A_Sil-BER.

Turkey (Quirk): A_Con-ANK; F_Aeg-CON; F_EAS-Aeg; A_Bul_S_AUSIRIAN A_Bud-Rum_(nsq); A_GRE H.

The German F Kie and the Turkish A Bul are both dislodged and annihilated. I hate to make an example out of Michael, but if he had ordered A Gre to support Bul instead of holding, he would be in a lot better position. I hope he and others can learn from his mistake. Here is the 1903 supply center chart:

England: Home, Nwy, Den, Hol, ST.P, KIE (7). +1.

France: Home, Bel, Por, Spa, HOL (7). +1.

Germany: Kie (0). Out.

Italy: Rom, Nap, Ven, Mun, Tun (4). -1.

Austria: Home, Ser, VEN (5). +1

Russia: Mos, War, Sev, St.P, Rum, Swe, BUL, BER (7). +2, 1 anni.
Turkey: Home, Gre, Bul (4). Even, 1 anni.

Russia may build 2 new units, England, France, and Austria may each build 1 unit, and Italy must remove 1. These orders, along with those for Spring, 1904, are due by May 9, 1982. Unless three or more players request a separation.

PRESS:

Zagreb-Tyrolia: As we can't be friends maybe we'll make good enemies. I tired but coordinating with you is like pushing water up a hill.

Nish-(hopefully)Rumania: As you've by now successfully eliminated me in Graustark let's consider this a continuation on our profitable relationship.

Cluj-Sebastopol: Sorry; I can't say I got a better offer but merely a more believable one.

Rome: The Mad Pope has declared a holy day, to be celebrated immediately, in honor of the valiant German seamen persisting in Kiel. All Italian sailors should undertake to follow the German example. It is known that Pope Ernesto is displeased with the lack of success shown by the Holy Boats and other Naval units, to wit their inability to go anywhere or do anything. Therefore the Holy Boats have been ordered from Tunis to the Tyrrhenian, so that the Admiral may prove beyond a shadow of a doubt that the unit can, indeed still operate on water as well as dry land. On the other hand, the Faithful Following has performed very well - the First and Second Legions are to be commended for their courage and obedience to the Holy Cause.

Turkey: Never trust a Russian.

Venice-World: I hope I am still green!

Ankara-Vienna: Help.

Italy-Turkey: I hope you are protecting yourself rather than attacking me! Russia needed someplace to go other than Austria!

Paris-London: Why? It's like this Steve. You built F London without consulting me at all and then neglected to write the season you built the fleet. I'm sorry but it looked as if you were going to stab. As it turned out, I guess I did instead. Oh well, here's to a good and noble war, eh?

Italy-Russia: Here's wishing you a lucky Fall! Hand in there!

Italy-Austria: Hello? Hello? Is anyone there?

Marseilles-Russia, Austria, Turkey, and Italy: What's going on over there?

Italy-France: I truely hope there is a French army in Wales and a French fleet in the Irish Sea - if not, you have given up a golden opportunity; once there is an army on English soil and enemy fleets in English waters, England is doomed.

Italy-England: If France is really stabbing you, you have my condolences. If not, I have my condolences - and I congratulate you on your silver tongue./ Not to mention your eventual victory ...since with all your fleets France is next on your list after Northern Russia and Northern Germany.

++++++
1981IP "Winter, 1902"

Due to a mixup between the GM, Ken Halpern and myself, he was not able to send out the winter moves by the 29. So the Spring moves have been delayed. Please, it would save me and Ken a lot

of trouble if you only sent your orders to him. I will except them but it make things easier for both of us.

During the Autumn, Russia retreated A St.P-Mos & F Swe OTB.
England: Even. Has A St.P, F's Bar, Nwy, Nth, & Mid (5).
France: Builds A Bre. Also has A's Par, Mar, Spa, & F Por (5).
Germany: Builds A Mun & A Ber. Also has A's Den, Bur, Bel, Ruh, & F Swe (7).

Italy: Removes A Gas. Has F's Tus, Wes, Tyn, & A Boh (4).

Austria: Even. Has A's Vie, Bud, Ser, & F Alb (4).

Russia: Even. Has A's Gal, Mos, Sil, & F Rum (4).

Turkey: Builds F Smy. Also has F's Aeg, Eas, & A's Con & Gre (5)

Orders are due by May 9, 1982. In case you have forgotten,

Ken's address is: 11 Bellingham Ln, GN, NY, 11023.

++++++
1981IR "Fall, 1902"

To see why I am allowing Don Scheifler's orders to count, see the report of 1982D. His orders for this game are: A Bud-SER; A GRE S' A Bud-Ser; F TRI H; A GAL S RUSSIAN F Rum. The only change the adjudication of last season is there is now an Austrian army in Serbia instead of Budapest.

During the summer of 1902, Russia retreated F Swe-BAL.

FRENCH AND TURKS TAKE THEIR DEATHS QUIETLY

England (Bloom): F_LON-Nth; F_Nao-MID; F_Nrg-NWY; F_SWE S F_Nrg-NWY; A_BEL S GERMAN A_Ruh-Bur.

France (Martin?) NMR!!! F_ENG, A_MAR, A_PAR, & A_POR U, H.

Germany (Carter): A_Bur-PIC; A_Ruh-BUR; A_MUN-Kie; A_BER-Kie; F_DEN-Nth.

Italy (Kollmer): A_Ven-TYR; A_Tun-SMY; F_ION & F_EAS C A_Tun-Smy.

Austria (Scheifler): A_Gal-SIL; F_TRI H; A_SER & A_GRE S RUSSIAN F_Rum-Bul(ec).

Russia (Furey): F_Rum-BUL(ec); F_SEV-Bla; A_MOS-Sev; A_UKR_S A_Mos-Sev; F_St.P(nc)-BAR; F_BAL-Kie.

Turkey (Felella?) NMR!!! F_BLA, F_CON, & A_ARM U, H,
A_Bul u, d, anni.

PRESS:

Germy-Ruskie: Why Baltic? Whatieneverdotoyou?

Vie-Ven: Ideas? Who's got ideas? You've become almost like a sister to me. Just don't get big brother mad, that's all. By the way, your Barbie doll should arrive any day now.

Vie-Mun: The concern is mutual.

Vatican-Vienna: I warned you. This will teach you not to write to your Holy Father!

GM-World: Here is the supply center chart for 1902:

England: Home, Bel, Nwy, SWE (6). +1

France: Home, Spa, POR (5). +1

Germany: Home, Hol, Den (5). Even.

Italy: Home, Tun, SMY (5). +1.

Austria: Home, Gre, SER (5). +1

Russia: Home, Rum, Swe, BUL (6). Even.

Turkey: Ank, Con Bul, Smy (2). -1, 1 anni.

England, Italy, France, and Austria may each build 1 while Turkey must remove 1. Will Larry McCloud, 520 Geary, San Francisco, CA, 94102 please stand-by for France and will Greg Stewart, 618 Short Dickey, Greenfield, Ohio, 45123 please stand-by for Turkey? Thankyou. Orders for winter, 1902 only, are due by

May 9, 1982. The reason for the separation is because of the NMR's. However, if every player requests that they not be separated, then this is also the deadline for "Spring, 1903".
++++++
1982Bxm02 -formerly Youngstown I. "Winter, 1900"

Yes, we have yet another delay before starting the game! This time because 3 people would have NMR'd and for the first season, I think that's a little too much. 1 of these three would have NMR'd because I lost his orders but I never heard from 2 other players so I am delaying the game again. I have orders on file from everyone except Japan, Italy, and India (sorry Karl, I know you did send them in). Such as the case is, I am calling on stand-bys for Italy and Japan but not India. Will Rick Slaughter, Holiday Estates #3, Flora, IL, 62839, please standby for Italy and will Victor DuPont, 24 Old Mamoroneck, rd, White Plains, NY, 10605, please stand-by for Japan? Thankyou. Orders for "Spring, 1901" are due by May 9, 1982.
++++++

Anduin, is published monthly on every 15th of the month by me, Eric Kane, Great Neck, NY, 11024. # is (516) 466-0797, call at a reasonable hour please and don't forget about the time zones. Subs are \$6 for 10 issues but a reduced rate can be obtained by subbing for more issues as follows: \$11/20 issues, \$20/45 issues. Included in your sub is a sub to Helcaraxe, a zine put out by Brian Lorber. I currently have no openings in regular dip. I do however have openings in 1885II (6 signed up), Middle-earth (3 signed up) and Anrachy (14 signed up). I also have openings in Africa '82, a variant made by Ken Halpern (3 signed up). I would like to start the 1885 game and the Anarchy game as soon as possible. I am only going to run 2 of the above four at a time so whichever 2 fill first I will run. Game fees are \$2 plus a \$3 NMR fee which will be returned to you at the end of the game or when your country is eliminated (whichever comes first) as long as you have not NMR'd during the course of the game.

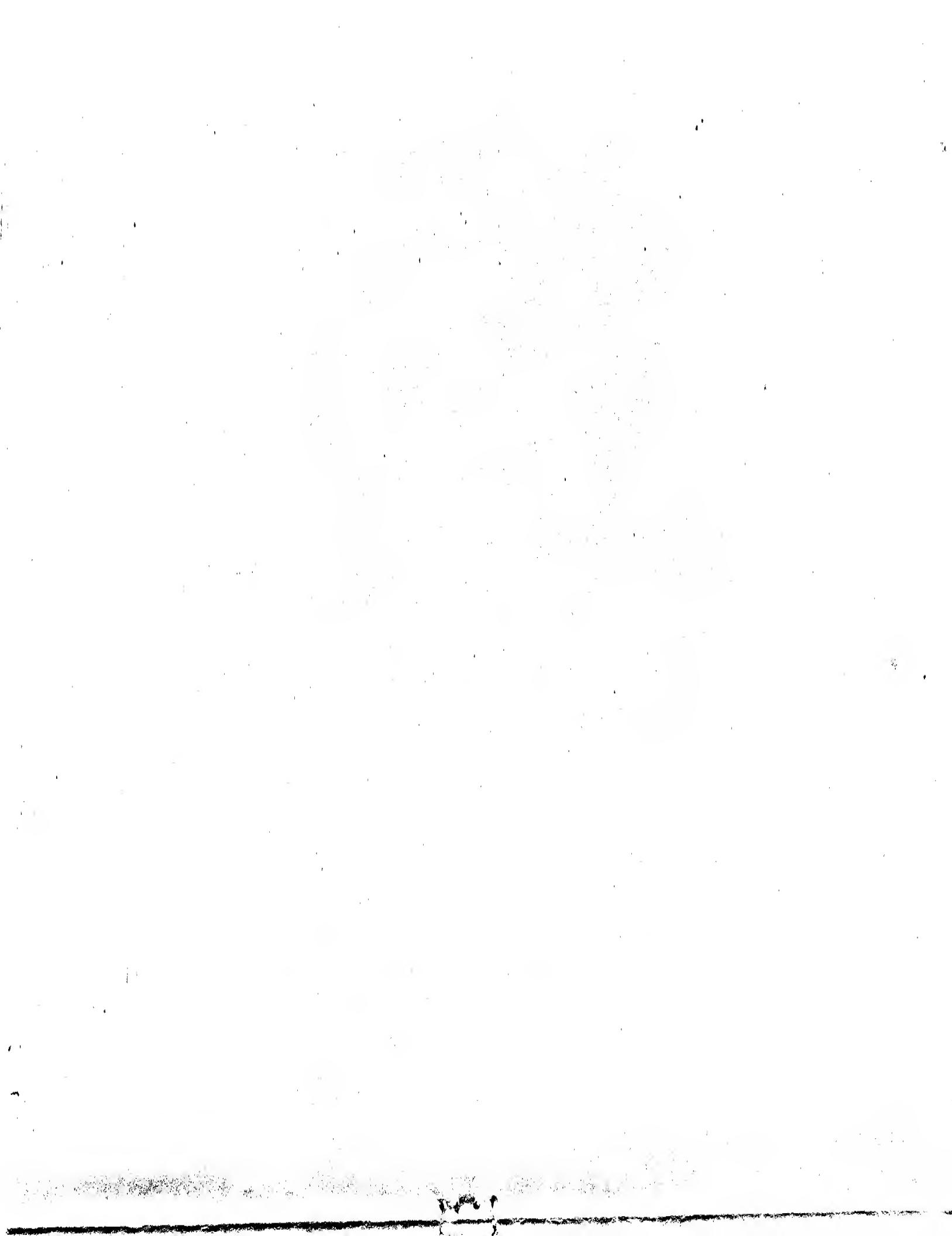
Stand-by's: Add Vic Dupont to variants. All others remain the same.

Sorry, I have no room for Chess this issue. Next time. Bye!

* Change of Address * Richard Carl, Dept. of Chemistry,
Dartmouth College, Hanover, NH, 03755. until further notice.

With the space left I think I should explain why this issue is going to be a few days late. The person who prints this on his Epson is away on vacation and when he came back his Epson broke down so we are looking for another source. Hang in there!

Sorry for the blank page! Nothing left to print
this month. See you all next time!



ANDUIN #9 / HELCARAXE #2
c/o Eric Kane
109 Hicks Lane
Great Neck, NY, 11024
USA
(516) 466-0797

FIRST CLASS MAIL

Send to:

Your sub ends with issue # _____

Sample _____

Complimentary _____

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Please see page(s) _____

You are needed as a stand-by
in game(s) _____

Your code # for all
Anduin/Hel games is _____

It's time to renew now!! _____

Personal note:

